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Title: METHOD FOR DESIGNING BASEBALL HELMET ;
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Equivalents: ;

ABSTRACT:

PROBLEM TO BE SOLVED: To suppress the elongation of development period and increases in development cost of a helmet for baseball. **SOLUTION:** The design method of a helmet for baseball comprises a first step wherein a head of human body, a baseball helmet, and a ball of baseball are modeled three-dimensionally into a head model, a helmet model, and a ball model respectively, a second step wherein the helmet model is divided into a shell and a liner, a third step wherein a three-dimensional shape of the head model, helmet model, and ball model are divided into grid elements, a fourth step wherein the positional relation of the head model, helmet model, and ball model is inputted, a fifth step wherein collision conditions wherein the ball model collides against the helmet model, conditions wherein the head model is handled as a rigid material, and physical properties of helmet model and ball model are inputted, a six step wherein impact acceleration imparted to the head model and the weight of the helmet model are calculated, a seventh step wherein the maximum impact acceleration imparted to the head model, and an eighth step wherein an optimum shell thickness and liner thickness are determined.